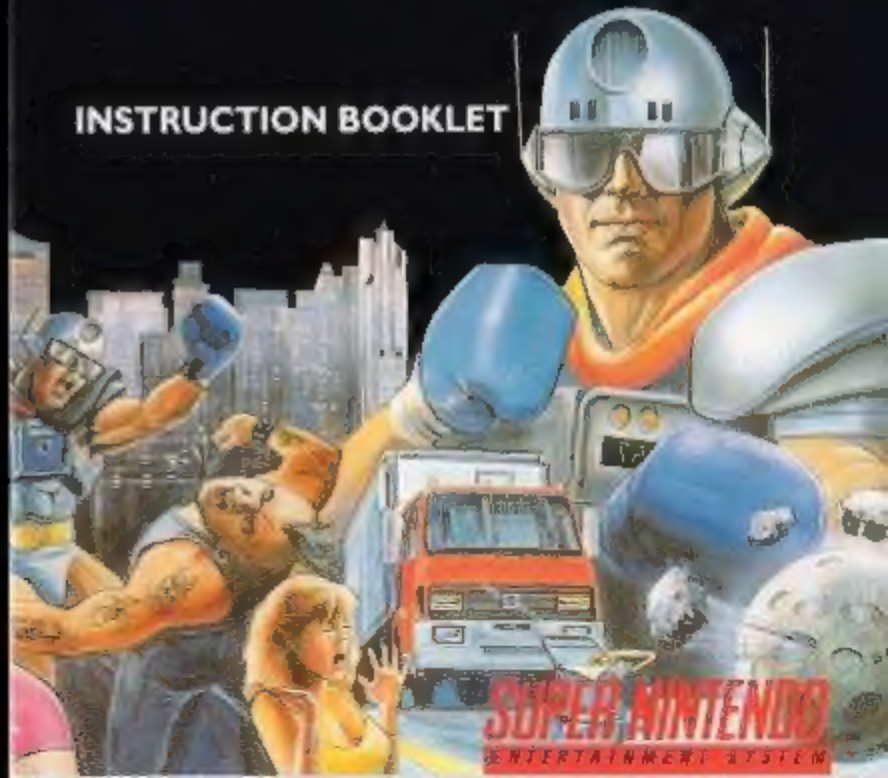
SNS-SK-USA

TAITO

SONIC BLASTMAN™

INSTRUCTION BOOKLET



SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

In Taito's SUPER SONIC BLAST MAN, the Blast Man uses his body as a lethal weapon against enemies on Earth and in space.

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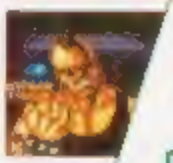

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THE BLAST MAN

Danger transforms you into Sonic Blast Man. You will charge into battle using your Dynamite Punch and other skills to defend people who are being threatened by vicious criminals.

THE CONTROLLER

The instructions below refer to the buttons in their initial setting. You can change settings in Option Mode. see Page 5.

CONTROL PAD

Press the Control Pad left, right, or diagonally to move in eight different directions.

A BUTTON

To perform the incredible Screw Bomb maneuver, push the A Button.

Y & B BUTTON

To punch, push Y. Combine Y with the Control Pad for other moves, see Page 8. Push B to jump up.

L & R BUTTON

Push L to set Dynamite Punches. Press the R Button to cancel them.

START BUTTON

To begin SUPER SONIC BLAST MAN or to pause during play, push Start.

BEGINNING THE GAME

Turn on the Super NES, push Start and the Title Screen will appear. Push Start again. Press Select to move the cursor to Game Start or Options. Push Start.

OPTION MODE

To move the cursor to an option, push the Control Pad up or down. To make changes, push the Control Pad left or right. Go to Exit and push Start.

PLAYER COUNT

You can choose to have one, three, or five PLAYERS during the game. Make your selection, then Exit.

GAME LEVEL

Change the difficulty level of the game by choosing either Easy, Normal, or Hard.

MUSIC & S.E.

To sample music or a sound effect, push A, B, X, or Y when the name of that sound is displayed.

SOUND MODE

If your TV does not have stereo sound, select Mono. If it does, choose the Stereo option.

CONTROL PAD

With this option, you can change what the buttons do. Select "Change" to see your choices. Make a selection and push A, B, X, or Y.

PLAYING THE GAME

To see a demo of the game, do not push Start after turning on the Super NES. During play, the screen scrolls to the left. When enemies appear, it stops. To advance, you must defeat all of the enemies in view. When the game is over, the screen to the left appears. You can Continue by pushing Start before the clock reaches zero.

HIT STAGES

These bonus rounds appear after you defeat Stage Bosses. You can choose a level of difficulty from 1 to 5. Push the Control Pad for power and use A, B, X, or Y to shoot.

LEVEL 1

Rescue a girl from the outlaw kidnapping her!

LEVEL 3

Find the hidden bomb and save this town from doom!

GAME SCREEN

PLAYERS REMAINING

This number indicates how many PLAYERS you have left. When you lose them all, the game is over.

DYNAMITE PUNCH

The number of Dynamite Punches decreases as they are used and increases if you find the Super Glove.

SCORE

Earn points by finding the Money Bag or by defeating enemies. You will also score only for attacking them.

PLAYER'S LIFE

The Life meter decreases when you are hit. If the meter reaches zero, you lose one PLAYER.

ENEMY'S WINDOW

The enemy you are fighting appears in this window. When the foe loses, his face disappears.

ENEMY'S LIFE

You can watch the enemy's life increase or decrease. When his energy drops to zero, he is defeated.

FIGHTING SKILLS

You have been highly trained in many fighting techniques. You will need them all to survive these adventures and fight through hundreds of criminals!

BASIC MOVES

FOOTWORK

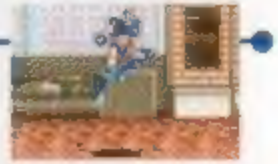
As you move to the right, the screen scrolls to show your progress. When you face left, the screen will stop.

NORMAL PUNCH

Push Y to punch enemies beside you. You cannot hit the foes above, below or diagonal to you.

JUMP

To jump straight up, push B. To jump left or right, press B and left or right on the Control Pad.



FLIP KICK

Press Y when jumping to perform a Flip Kick. This move works whether you jump up or to the right or left.

PICK UP ITEMS

To pick up an item, move onto it and push the Control Pad down and the Y Button at the same time.

GRABBING TECHNIQUES

You will grab enemies when you get near them. You can then perform one of two moves when you press Y and the Control Pad in a certain order.

ONE HANDED THROW

While you are holding onto an enemy, push Y and the Control Pad up or down.

POWER PUNCH

After you have grabbed an enemy, push Y and the Control Pad left or right.

THE KNOCK OUT

After hitting an enemy three times with the normal punch, you can perform one of the following actions to finish him off.

SONIC UPPERCUT

Push Y and the Control Pad up to throw an uppercut. At the same time, your fist will shoot a half-moon shaped fireball.

JUDO THROW

You will roll onto your back and throw an enemy when you push Y and the Control Pad down.

WIND UP PUNCH

When you're holding an enemy, you can throw him completely off screen if you push Y and the Control Pad left.

GROGGY ENEMIES

When an enemy has been badly injured or hit with a Sonic Uppercut, he is groggy and defenseless. At that time, you can perform this maneuver:

AIRPLANE THROW

Once you're hanging onto an enemy, push the Y Button. The Airplane Throw causes a great deal of damage to a groggy foe.

OTHER TECHNIQUES

The two skills described below are extremely harmful to enemies, but they will cost you. The Dynamite Punch drains your supply of Punches, and the Screw Bomb causes immobility for a brief time.

DYNAMITE PUNCH

Push L, then press Y to Dynamite Punch all the enemies on screen. To return to using your normal punches, push R.

SCREW BOMB

Push A and you will begin to spin wildly. You collide with surrounding enemies, knocking them off screen.

ITEMS

You can find items when you defeat an enemy or smash an object (like a barrel). Items will always appear in certain places, but you don't always know what you get.

APPLE

Find and collect the apple to restore a small amount of power.

HAMBURGER

You will recover more power by snacking on the hamburgers.

CHICKEN

Chicken will completely restore your power.

SUPER GLOVE

The Super Glove increases the your number of Dynamite Punches.

SONIC HELMET

When you collect the Sonic Helmet, you will gain an extra PLAYER.

MONEY BAG (LARGE/SMALL)

The large bag increases the score by 2,000 points, the small by 1,000.

THE STAGES

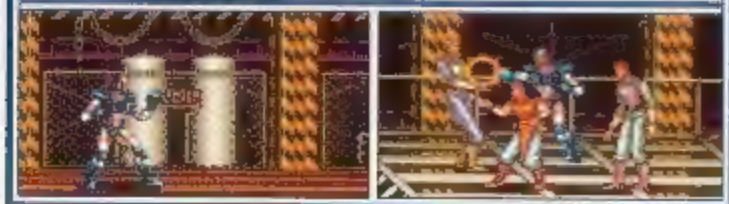
Before you can pass a stage, you must defeat the Stage Bosses who await you at the end. Each stage is infested with certain types of enemies, all of them eager to destroy whoever crosses their path.

STAGE 1

In this ghost town, you must draw on dirty varmints and outlaws in a dangerous show down.

STAGE 2

As you find your way through this weapon factory, many soldiers will be gunning for you.



STAGE 3

Down in the sewers, you will be attacked by aliens who are difficult to see in the eerie light.

STAGE 4

This grim castle is staffed with a horde of violent robot soldiers that run, fly, and throw bombs.

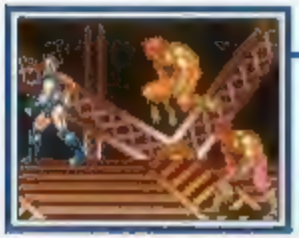
STAGE 5

Aboard a space station, you will battle a new breed of aliens. Each type of alien moves in a set pattern.

STAGE BOSSES

STAGE 1

At the end of Stage 1, you will meet the giant who controls the outlaws. This fiend is quick, so use Judo Throws to take him down.

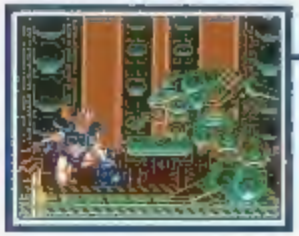


STAGE 2

Two Bosses command this stage. Each of them is armed with razor-sharp iron claws. To beat them, tackle first one, then the other.

STAGE 3

The Stage 3 Boss spits out eggs that hatch into more aliens who then attack. You should go after the Boss's face to beat him.



STAGE 4

The Boss of this stage is a huge robot that can shoot missiles from his body. To win the battle against him, throw many Dynamite Punches.

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